**MILLIPEDE™**

TM AND © ATARI CORPORATION 1982
© HAL AMERICA, INC. 1988
ALL RIGHTS RESERVED
LICENSED FROM ATARI CORPORATION BY
HAL LABORATORY

EmuMovies

Printed in Japan

NES-ML-USA-1

# HOW TO PLAY MILLIPEDE™

HAL AMERICA INC.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.



## CARE FOR YOUR GAME

1) Always make sure the power is off when inserting or removing the game pak from your computer.
2) This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperatures. Never attempt to dismantle or open game pak.
3) Do not touch the terminal leads or allow them to come in contact with water or the game circuitry wil be damaged.
4) Never insert your fingers or any metal objects into the terminal portion of the computer. This can result in malfunction or damage.

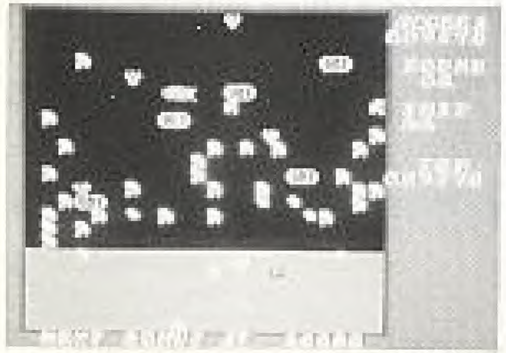
## THANK YOU

for selecting this exciting arcade classic hit from HAL AMERICA, INC., "HAI". Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

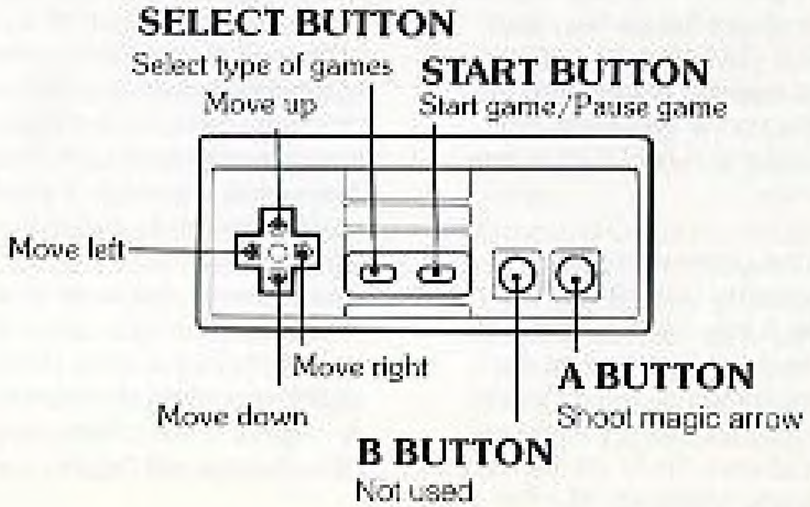
THE STORY . . . . . 3
HOW TO USE THE CONTROLLER . . . 4
HOW TO PLAY . . . . . 5
PLAYING TIPS . . . . . 6
CHARACTERS . . . . . 7

## *THE STORY*

You are lost in a dark, perilous, and enchanted forest. Dark dangerous mushrooms push up through the squishy forest floor, snaring you on every side. Something slimy flashes through the mushrooms, moving in on you. The MILLIPEDE, not a normal size one, but the gigantic monster, is attacking you. All you have to fight back with is the magic arrow. Shoot his head to turn him into mushrooms. But that is not the only thing attacking you, there are more creepy, crawly, buzzing, swarming, creatures in this forest. Keep fighting with your magic arrow, if you are lucky, you may survive. Watch out, here they come.



## HOW TO USE THE CONTROLLER



## HOW TO PLAY

Insert the game pak into your NES, and turn on your computer. Use the SELECT BUTTON to choose a one- or two-player game. Game A is for the beginner and game B is for the expert. If you want to pause the game, press the START BUTTON after the game started. Press again to resume the game. Use the pad to move around the forest. Press the A BUTTON to fire the magic arrow.

You start out the game with four lives. You light the enemy by shooting the magic arrows. If they bite you, you lose one life. When the millipede is hit, he turns into mushrooms. The millipede will turn their headings every time they bump into obstacles. Try to plan ahead to shoot millipede effectively. But the millipede is not the only thing you have to worry about, there are many other creatures which will move in very different ways. There are special bombs marked DDT. Those are the bombs and you can set them off by shooting at them. It is very effective to kill creatures in large areas. The extra creatures give you extra points, but they are not easy to get. They move up, down, and sideways. If you pay too much attention to one of the creatures, you lose track of others. Try to stay awake, keep your eyes wide open, kill the one on the right, watch the one coming from the front! When you shoot all the segments of millipede, the wave is cleared. Then a faster and more difficult wave will begin.



## PLAYING TIPS

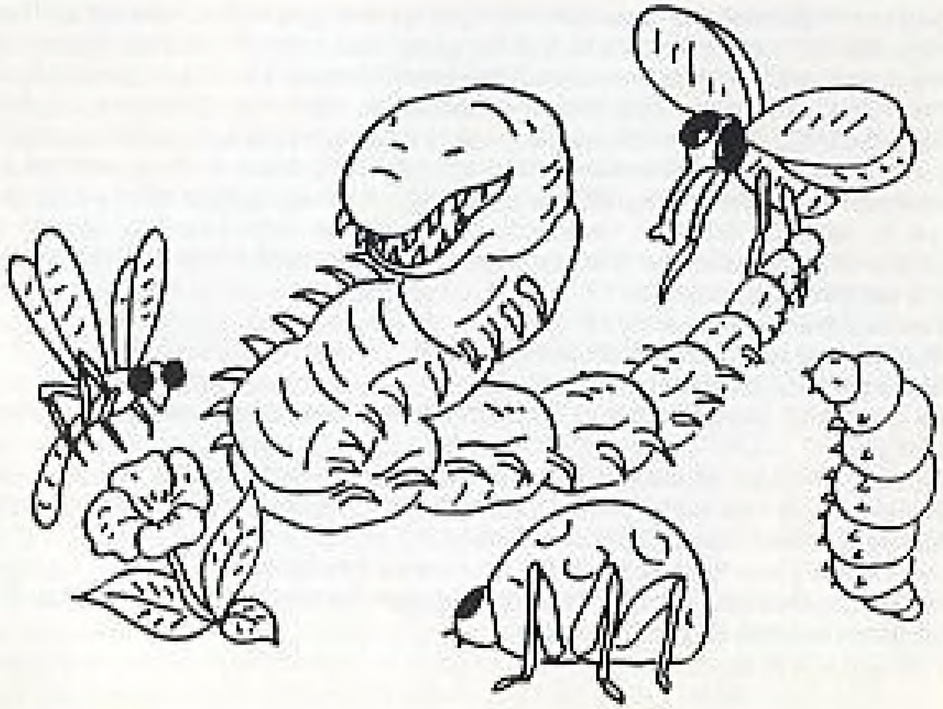
To win in this game, first you must know your territory. The area you can move around in is the lighter color area on the bottom of the screen. You can not move beyond this area. The creatures can move around all over the screen. The color of screen changes, when you shoot at the ladybug. This is related to the bonus points. Try to shoot all creatures other than the millipede as soon as they appear. This will give you a better chance of clearing the wave and score higher points. The normal wave can be cleared by shooting the millipede, but the 4th and 8th waves can not be cleared, unless you kill the dragonfly. On the screen, you see the bomb, marked, DDT. This is a highly effective weapon you can use. Wait until the millipede get close to the bomb, then fire the magic arrow at bomb to set it off. It is not an easy technique but once you master it, clearing the wave is a easy task.

There are spider and ladybug, which will appear without any warning. They are very dangerous, and they move in weird directions. Try to pay attention to their appearance, or you will be their dinner.

You can shoot at mushrooms to get rid of them from the screen. Try to use this method effectively to change the route of millipede. You can create the path for the millipede by getting rid of some of the mushrooms on the way. Then wait for him at the best location to shoot him.

## CHARACTERS

**MAGIC ARROW:** control and shoot bugs
**MILLIPEDE:** You must shoot all the segments of it
**DDT:** Pesticide Bomb
**SPIDER:** Attacks you directly
**FLOWER:** Appears if you shoot the millipede
**DRAGONFLY:** Attacks you directly from the top
**MOSQUITO:** Does not attack but annoying
**MAYFLY:** Does not attack but gives bonus points
**CATERPILLAR:** Another bonus points
**LADYBUG:** Chases you everywhere
**LONGICORN:** Another bonus points



# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna.
—Relocate the NES with respect to the receiver.
—Move the NES away from the receiver.
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.



# HAL AMERICA, INC. LIMITED WARRANTY

Hal America, Inc., (HAI) warrants to the original purchaser of this HAI software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This HAI software program is sold "as is," without express or implied warranty of any kind, and HAI is not liable for any losses or damages of any kind resulting from use of this program. HAI agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any HAI software product, postage paid, with proof of date of purchase, at its Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the HAI software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HAI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HAI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HAI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.